# Assignment 1A

Series A

## Course Objectives:

This assignment addresses the following course objective(s):

* 1A: Define event, event handler, event listener, callback, event propagation, event bubbling, event delegation.

## Grading:

### General

Table 1

|  |  |
| --- | --- |
| **Task** | **Value** |
| Task 1 | 12 |
| **Total** | **12** |

Assignment 1A is a worksheet, which consists of 1 general task.

Table 1 (right) shows a breakdown of each task’s values.

*Continued on the next page.*

## Task 1 - Terms:

Objective 1A; 12 points (2 points per term)

Match the letter of the term in the list below, to the appropriate term definition of associated phrase. If a definition or phrase does not match a term on the list, enter H to indicate you found no match. Your answers will appear in red, which is to help your instructor when grading.

**NOTE:** *Definitions may not be word-for-word from your textbook or from other course materials. Read the definition carefully and determine the best term match for the definition based on all sources available to you.*

|  |  |  |  |
| --- | --- | --- | --- |
| 1. Event | 1. Event Handler | 1. Event Listener | 1. Callback |
| 1. Event Propagation | 1. Event Bubbling | 1. Event Delegation | 1. No Match |

|  |  |
| --- | --- |
| **Letter** | **Definition or Associated Phrase** |
| **C.** | A procedure or function in a computer program that waits for an event to occur. |
| **A.** | An action or occurrence detected by a program. |
| **D.** | A function passed as an argument to another function. |
| **B.** | A function or method containing statements that are executed in response to an event. |
| **F.** | A type of event propagation for the event first triggers the innermost target element. |
| **E.** | A mechanism that defines how events propagate through the DOM. |

## Submission

When complete, attach and upload this completed worksheet to the Assignment 1A drop box in Blackboard.

*End Assignment*.